

KVBC LAS VEGAS PROGRAMMING THAT IS SPECIFICALLY DESIGNED TO SERVE THE EDUCATIONAL AND INFORMATIONAL NEEDS OF CHILDREN BETWEEN 4 AND 8 CORE PROGRAMMING FOR 1ST QUARTER 2007 (NBC)						LISTED BY DATE
	AIRDATE	AIRTIME	DURATION	PROGRAM	NOTES	
WEEK 1	Saturday, January 6	9:30 to 10:00	30:00	VEGGIE TALES		
	Sunday, January 7	15:00 to 15:30	30:00	BABAR		
	Sunday, January 7	15:30 to 16:00	30:00	DRAGON		
	Saturday, January 6			JANE & THE DRAGON	PREEMPTED DUE TO SPORTS SCHEDULING	
	Saturday, January 6			JACOB TWO-TWO	PREEMPTED DUE TO SPORTS SCHEDULING	
	Saturday, January 6			3-2-1 PENGUINS! / LARRY BOY STORIES	PREEMPTED DUE TO SPORTS SCHEDULING	

WEEK 2	Saturday, January 13	9:30 to 10:00	30:00	VEGGIE TALES		
	Saturday, January 13	10:00 to 10:30	30:00	JANE & THE DRAGON		
	Saturday, January 13	10:30 to 11:00	30:00	JACOB TWO-TWO		
	Saturday, January 13	15:00 to 15:30	30:00	BABAR		
	Saturday, January 13	15:30 to 16:00	30:00	DRAGON		
	Saturday, January 13	16:00 to 16:30	30:00	3-2-1 PENGUINS! / LARRY BOY STORIES		

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AIR DATE	AIRTIME	DURATION	PROGRAM	NOTES
WEEK 3	Saturday, January 20	9:30 to 10:00	30:00	VEGGIE TALES
	Saturday, January 20	10:00 to 10:30	30:00	JANE & THE DRAGON
	Saturday, January 20	10:30 to 11:00	30:00	JACOB TWO-TWO
	Saturday, January 20	15:00 to 15:30	30:00	BABAR
	Saturday, January 20	15:30 to 16:00	30:00	DRAGON
	Saturday, January 20	16:00 to 16:30	30:00	3-2-1 PENGUINS! / LARRY BOY STORIES

WEEK 4	Saturday, January 27	9:30 to 10:00	30:00	VEGGIE TALES
	Saturday, January 27	10:00 to 10:30	30:00	JANE & THE DRAGON
	Saturday, January 27	10:30 to 11:00	30:00	JACOB TWO-TWO
	Saturday, January 27	15:00 to 15:30	30:00	BABAR
	Saturday, January 27	15:30 to 16:00	30:00	DRAGON
	Saturday, January 27	16:00 to 16:30	30:00	3-2-1 PENGUINS! / LARRY BOY STORIES

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	AIRDATE	AIRTIME	DURATION	PROGRAM	NOTES	
WEEK 5	Saturday, February 3	9:30 to 10:00	30:00	VEGGIE TALES		
	Saturday, February 3	10:00 to 10:30	30:00	JANE & THE DRAGON		
	Saturday, February 3	10:30 to 11:00	30:00	JACOB TWO-TWO		
	Saturday, February 3	15:00 to 15:30	30:00	BABAR		
	Saturday, February 3	15:30 to 16:00	30:00	DRAGON		
	Saturday, February 3	16:00 to 16:30	30:00	3-2-1 PENGUINS! / LARRY BOY STORIES		

WEEK 6	Saturday, February 10	9:30 to 10:00	30:00	VEGGIE TALES		
	Saturday, February 10	10:00 to 10:30	30:00	JANE & THE DRAGON		
	Saturday, February 10	10:30 to 11:00	30:00	JACOB TWO-TWO		
	Saturday, February 10	15:00 to 15:30	30:00	BABAR		
	Saturday, February 10	15:30 to 16:00	30:00	DRAGON		
	Saturday, February 10	16:00 to 16:30	30:00	3-2-1 PENGUINS! / LARRY BOY STORIES		

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LISTED BY DATE					
	AIRDATE	AIRTIME	DURATION	PROGRAM	NOTES
WEEK 7	Saturday, February 17	9:30 to 10:00	30:00	VEGGIE TALES	
	Saturday, February 17	10:00 to 10:30	30:00	JANE & THE DRAGON	
	Saturday, February 17	10:30 to 11:00	30:00	JACOB TWO-TWO	
	Saturday, February 17	15:00 to 15:30	30:00	BABAR	
	Saturday, February 17	15:30 to 16:00	30:00	DRAGON	
	Saturday, February 17	16:00 to 16:30	30:00	3-2-1 PENGUINS! / LARRY BOY STORIES	

<b>WEEK 8</b>	Saturday, February 24	9:30 to 10:00	30:00	VEGGIE TALES	
	Saturday, February 24	10:00 to 10:30	30:00	JANE & THE DRAGON	
	Saturday, February 24	10:30 to 11:00	30:00	JACOB TWO-TWO	
	Saturday, February 24	15:04 to 15:30	26:00	BABAR	Joined in progress due to Sports overrun.
	Saturday, February 24	15:30 to 16:00	30:00	DRAGON	
	Saturday, February 24	16:00 to 16:30	30:00	3-2-1 PENGUINS! / LARRY BOY STORIES	

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				LISTED BY DATE	
AIRDATE	AIRTIME	DURATION	PROGRAM	NOTES	
<b>WEEK 9</b>	Saturday, March 3	9:30 to 10:00	30:00	VEGGIE TALES	
	Saturday, March 3	15:00 to 15:30	30:00	BABAR	Joined in progress by 14 seconds due to NBC Golf overrun.
	Saturday, March 3	15:30 to 16:00	30:00	DRAGON	
	Saturday, March 3	16:00 to 16:30	30:00	3-2-1 PENGUINS! / LARRY BOY STORIES	
	Sunday, March 4	15:00	00:00	JANE & THE DRAGON	Did not air due to NBC Golf overrun.
	Sunday, March 4	15:30 to 16:00	30:00	JACOB TWO-TWO	

<b>WEEK 10</b>					
Saturday, March 10	9:30 to 10:00	30:00	VEGGIE TALES		
Saturday, March 10	10:00 to 10:30	30:00	JANE & THE DRAGON		
Saturday, March 10	10:30 to 11:00	30:00	JACOB TWO-TWO		
Saturday, March 10	15:00 to 15:30	30:00	BABAR		
Saturday, March 10	15:30 to 16:00	30:00	DRAGON		
Saturday, March 10	16:00 to 16:30	30:00	3-2-1 PENGUINS! / LARRY BOY STORIES		

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	AIRDATE	AIRTIME	DURATION	PROGRAM	NOTES	
WEEK 11	Saturday, March 17	9:30 to 10:00	30:00	VEGGIE TALES		
	Saturday, March 17	10:00 to 10:30	30:00	JANE & THE DRAGON		
	Saturday, March 17	10:30 to 11:00	30:00	JACOB TWO-TWO		
	Saturday, March 17	15:00 to 15:30	30:00	BABAR		
	Saturday, March 17	15:30 to 16:00	30:00	DRAGON		
	Saturday, March 17	16:00 to 16:30	30:00	3-2-1 PENGUINS! / LARRY BOY STORIES		
WEEK 12	Saturday, March 24	9:30 to 10:00	30:00	VEGGIE TALES		
	Saturday, March 24	10:00 to 10:30	30:00	JANE & THE DRAGON		
	Saturday, March 24	10:30 to 11:00	30:00	JACOB TWO-TWO		
	Saturday, March 24	15:01 to 15:30	29:00	BABAR	Joined in progress due to NBC Golf overrun.	
	Saturday, March 24	15:30 to 16:00	30:00	DRAGON		
	Saturday, March 24	16:00 to 16:30	30:00	3-2-1 PENGUINS! / LARRY BOY STORIES		

**KVBC LAS VEGAS**

**PROGRAMMING THAT IS SPECIFICALLY DESIGNED TO SERVE  
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**CORE PROGRAMMING FOR 1ST QUARTER 2007  
(NBC)**

LISTED BY DATE				
AIRDATE	AIRTIME	DURATION	PROGRAM	NOTES
Saturday, March 31	9:30 to 10:00	30:00	VEGGIE TALES	
	10:00 to 10:30	30:00	JANE & THE DRAGON	
	10:30 to 11:00	30:00	JACOB TWO-TWO	
	15:00 to 15:30	30:00	BABAR	
	15:30 to 16:00	30:00	DRAGON	
	16:00 to 16:30	30:00	3-2-1 PENGUINS! / LARRY BOY STORIES	

**WEEK 13**

**KVBC LAS VEGAS**

**PROGRAMMING THAT IS SPECIFICALLY DESIGNED TO SERVE  
THE EDUCATIONAL AND INFORMATIONAL NEEDS OF CHILDREN 16 AND UNDER  
CORE PROGRAMMING FOR 1ST QUARTER 2007  
(SYNDICATED)**

					LISTED BY DATE	
	AIRDATE	AIRTIME	DURATION	PROGRAM	EPISODE	NOTES
WEEK 1	Saturday, January 6	16:30		JACK HANNA'S ANIMAL ADVENTURES		PREEMPTED DUE TO SPORTS SCHEDULING
WEEK 2	Saturday, January 13	16:30 to 17:00	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2259 "Deep as the Ocean"	
WEEK 3	Saturday, January 20	16:30 to 17:00	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2261 "Big Foot"	
WEEK 4	Saturday, January 27	16:30 to 17:00	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2262 "Whale of a Time"	
WEEK 5	Saturday, February 3	16:30 to 17:00	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2277 "Where the Bears Are"	
WEEK 6	Saturday, February 10	16:30 to 17:00	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2278 "In the Presence of Great Apes"	
WEEK 7	Saturday, February 17	16:30 to 17:00	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2279 "Tops in the Animal World"	
WEEK 8	Saturday, February 24	16:30 to 17:00	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2280 "Cold Blooded Cousins"	
WEEK 9	Saturday, March 3	16:30 to 17:00	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2275 "Deadly Snakes in the Grass"	



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**CORE PROGRAMMING FOR 1ST QUARTER 2007**  
**(SYNDICATED)**

					LISTED BY DATE	
	AIRDATE	AIRTIME	DURATION	PROGRAM	EPISODE	NOTES
WEEK 10	Saturday, March 10	16:30 to 17:00	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2276 "Thorny Devils, Camels & Dinky"	
WEEK 11	Saturday, March 17	16:30 to 17:00	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2240 "Skeleton Coast"	
WEEK 12	Saturday, March 24	16:30 to 17:00	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2241 "Reptile City"	
WEEK 13	Saturday, March 31	16:30 to 17:00	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2242 "Rhino Capture"	

**KVBC LAS VEGAS  
NON-CORE PROGRAMMING FOR 1ST QUARTER 2007  
(SYNDICATED)**

LISTED BY DATE						
	AIRDATE	AIRTIME	DURATION	PROGRAM	EPISODE	NOTES
WEEK 1	Saturday, January 6	4:30 to 5:00	30:00	ANIMAL RESCUE	EPISODE #A-507	
WEEK 2	Saturday, January 13	4:30 to 5:00	30:00	ANIMAL RESCUE	EPISODE #A-511	
WEEK 3	Saturday, January 20	4:00 to 4:30	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2195 "Winging It"	
	Saturday, January 20	4:30 to 5:00	30:00	ANIMAL RESCUE	EPISODE #A-532	
WEEK 4	Saturday, January 27	4:00 to 4:30	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2196 "Corovado National Park"	
	Saturday, January 27	4:30 to 5:00	30:00	ANIMAL RESCUE	EPISODE #A-2519	
WEEK 5	Saturday, February 3	4:00 to 4:30	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2197 "Costa Rica: World of Reptiles"	
	Saturday, February 3	4:30 to 5:00	30:00	ANIMAL RESCUE	EPISODE #A-533	
	Sunday, February 4	15:11 to 15:30	19:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2197 "Costa Rica: World of Reptiles"	Joined in progress due to Golf overrun.

**KVBC LAS VEGAS  
NON-CORE PROGRAMMING FOR 1ST QUARTER 2007  
(SYNDICATED)**

					LISTED BY DATE	
AIRDATE	AIRTIME	DURATION	PROGRAM	EPISODE	NOTES	
WEEK 6	Saturday, February 10	3:30 to 4:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2278 "In the Presence of Great Apes"		
	Saturday, February 10	4:00 to 4:30	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2200 "Iguassu Falls"		
	Saturday, February 10	4:30 to 5:00	ANIMAL RESCUE	EPISODE #A-534		
WEEK 7	Saturday, February 17	4:00 to 4:30	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2201 "In Search of the Giant Anteaters at Serra Canastra"		
	Saturday, February 17	4:30 to 5:00	ANIMAL RESCUE	EPISODE #A-535		
WEEK 8	Saturday, February 24	4:00 to 4:30	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2203 "Saving Beautiful Brazil"		
	Saturday, February 24	4:30 to 5:00	ANIMAL RESCUE	EPISODE #A-536		
WEEK 9	Saturday, March 3	4:30 to 5:00	ANIMAL RESCUE	EPISODE #A-537		

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NON-CORE PROGRAMMING FOR 1ST QUARTER 2007  
(SYNDICATED)**

					LISTED BY DATE	
	AIRDATE	AIRTIME	DURATION	PROGRAM	EPISODE	NOTES
WEEK 10	Saturday, March 10	4:00 to 4:30	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2217 "Surin Elephant Round-Up"	
	Saturday, March 10	4:30 to 5:00	30:00	ANIMAL RESCUE	EPISODE #A-520	
WEEK 11	Saturday, March 17	4:00 to 4:30	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2240 "Skeleton Coast"	
	Saturday, March 17	4:30 to 5:00	30:00	ANIMAL RESCUE	EPISODE #A-2512	
WEEK 12	Saturday, March 24	4:30 to 5:00	30:00	ANIMAL RESCUE	EPISODE #A-526	
	Saturday, March 31	3:30 to 4:00	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2242 "Rhino Capture"	
WEEK 13	Saturday, March 31	4:00 to 4:30	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2224 "Wild as Ever"	
	Saturday, March 31	4:30 to 5:00	30:00	ANIMAL RESCUE	EPISODE #A-527	

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 CHILDREN BETWEEN 4 AND 8  
 CORE PROGRAMMING FORECAST FOR 2nd QUARTER 2007

VEGGIE TALES 0930-1000 Saturdays  
 4/7, 4/14, 4/21, 4/28, 5/5, 5/12, 5/19, 5/26, 6/2, 6/9, 6/16, 6/23  
 0800-0830 on Saturday, 6/30

JANE AND THE DRAGON 1000-1030 Saturdays  
 4/7, 4/14, 4/21, 4/28, 5/5, 5/12, 5/19, 5/26, 6/9, 6/23  
 0700-0730 on Saturday, 6/16  
 0830-0900 on Saturday, 6/30  
 1500-1530 on Sunday, 6/3

JACOB TWO-TWO 1030-1100 Saturdays  
 4/7, 4/14, 4/21, 4/28, 5/5, 5/12, 5/19, 5/26, 6/9, 6/23  
 0730-0800 on Saturday, 6/16  
 1500-1530 on Sunday, 7/1  
 1530-1600 on Sunday, 6/3

BABAR 1500-1530 Saturdays  
 4/7, 4/14, 4/21, 4/28, 5/26, 6/2, 6/9, 6/23, 6/30  
 0800-0830 on Saturday, 6/16  
 1000-1030 on Sunday, 5/13  
 1030-1100 on Sunday, 5/20

DRAGON 1530-1600 Saturdays  
 4/7, 4/14, 4/21, 4/28, 5/5, 5/19, 5/26, 6/2, 6/9, 6/23, 6/30  
 0830-0900 on Saturday, 6/16  
 1030-1100 on Sunday, 5/13

3-2-1 PENGUINS! / LARRY BOY STORIES 1600-1630 Saturdays  
 4/7, 4/14, 4/21, 4/28, 5/5, 5/12, 5/19, 5/26, 6/2, 6/9, 6/16, 6/23, 6/30

KVBC LAS VEGAS  
 PROGRAMMING THAT IS SPECIFICALLY DESIGNED TO SERVE  
 THE EDUCATIONAL AND INFORMATIONAL NEEDS OF  
 CHILDREN BETWEEN 13 AND 16

CORE PROGRAMMING FORECAST FOR 2nd QUARTER 2007

JACK HANNA'S ANIMAL ADVENTURES	1630-1700	4/7, 4/14, 4/21, 4/28, 5/5, 5/12, 5/19, 5/26, 6/2, 6/9, 6/16, 6/23, 6/30
Saturdays		

KVBC LAS VEGAS  
 NON-CORE PROGRAMMING FORECAST FOR 2nd QUARTER 2007

ANIMAL RESCUE	0430-0500	4/7, 4/14, 4/21, 4/28, 5/5, 5/12, 5/19, 5/26, 6/2, 6/16, 6/23, 6/30
Saturdays		0330-0400 on Saturday, 6/9

Carla,

Here is all of the 2<sup>nd</sup> Quarter Kids' stuff EXCEPT the FCC 398 report. I have to wait until Monday before I can file it. I'm waiting for a couple of clarifications from NBC.

Sue Ellen

In compliance with the Children's Television regulations that became effective January 2, 1997, the **QUBO Programming Block on NBC** programs feature an on-air icon indicating that each program is "educational and informational" for children. This icon is displayed at the beginning of each broadcast. Also, in compliance with the regulations, the following document, which includes "educational and informational" objectives of **QUBO on NBC**, must be placed in your public file.

Each of the programs listed below, which make up the **QUBO** programming block, is specifically designed to serve the "educational and informational" needs of children ages 4-8. All of the programs have educational objectives that are central to the content and appropriate to the program genre.

There are six returning shows from last quarter. All shows were developed specifically for a target audience composed of children 4-8 years of age. Four of the shows are book-based series. Each show contains an important social-emotional message for the target audience, delivered through an animated narrative format.

Based on the books by Laurent de Brunhoff, "**Babar**" is an animated show about a young orphaned elephant who finds the strength to rise above the challenges he faces, including the death of his parents, as he journeys through life. Each episode of the show develops a social-emotional message such as taking responsibility, being patient and persistent in hard work, respecting people's privacy, learning to cope with unforeseen changes, and being honest. These messages emerge from the need to resolve a dilemma that is faced by Babar, one of his friends or family members.

Inspired by children's everyday life, "**Dragon**" is an animated show that is based on the book series by author and illustrator, Dav Pilkey. The show follows a little blue dragon as he faces his daily challenges. Using a simple and direct approach to life, Dragon learns new information and develops new skills primarily through trial and error. Dragon is friendly and helpful, but he tends to see things from a much different perspective and sometimes that leads to trouble. As each story unfolds, the audience learns to see things in different ways, much like Dragon, and they learn how to problem-solve through everyday challenges. Dragon shows how to take care of a pet, discover new places, or how to find the right hobby.

"**3-2-1 Penguins! and Larryboy Stories**" draws upon characters from two stories and uses both long and short-form material involving these characters to provide social-emotional messages to children. "**3-2-1 Penguins!**" features two children – Jason and Michelle – whose vacation at their grandmother's cottage ends up being more adventure than they expect when their toy spaceship with four toy penguins comes to life. The children are sucked into the spaceship, where they meet the now live penguins and journey through space to solve an inter-galactic disaster threatening the penguins and their friends. Each story begins with a problem, a moral dilemma for one of the siblings that affects his/her relations with the other, and ends after the children have learned an important social-emotional message through their adventure with the penguins. The show communicates messages on topics such as honesty, being patient with others, and avoiding jealousy. "**Larryboy Stories**" is about a young cucumber-janitor named Larry from the Daily Bumble who assumes a superhero persona to fight crimes and save lives, bringing peace and safety to the small town of Bumblyburg. In doing so, Larry takes us through adventures where he and his viewers learn core values of honesty, friendship, respect for others, forgiveness, and love for all through social-emotional messages embedded within the story.

"**VeggieTales**" is a children's series featuring animated vegetables who teach life lessons through stories. Hosted by Bob the Tomato and Larry the Cucumber, each episode begins by establishing the problem, uses short stories to parallel the situation with a problem and solution, and ends by



reiterating the proposed solution and the life lesson learned through the experience. The show communicates social-emotional messages based upon the core values of honesty, kindness, forgiveness, and appreciation for all, using music, unusual characters, and allegorical storylines.

Set in medieval times, "**Jane and the Dragon**" is an animated show that hails from Martin Baynton's best-selling books about a middle class girl named Jane. Jane is raised in the Royal Court as a Knight-in-Training after she demonstrates her courage by leaving the castle to conquer the local dragon. The giant green Dragon, whose sense of humor exceeds his ferocity, instead becomes Jane's best friend and a part of the castle community. In each episode, Jane encounters a challenge that tests her problem-solving skills and requires her to demonstrate her strength of character as a Knight of the King's Guard. Sometimes Jane learns a moral lesson, and other times she uses analytical ability to illustrate how a problem can be made less complicated and easily solved.

Based on Mordecai Richler's books, "**Jacob Two-Two**" is an animated show about the challenges of a little boy, the youngest of five siblings. Jacob is so small for his age that he often repeats himself just so he can be heard. His parents are compassionate, but his siblings are not, and Jacob has to be resourceful and inventive in learning how to assert himself, overcome his fears, get along with others, and still enjoy his childhood. He manages to turn even the most inconsequential events into adventures with his friends, Buford and Renee. Every adventure teaches him a life lesson, from learning how to be responsible to figuring out how to manage a bully. In addition, there are implicit lessons that promote a love for learning and language development usually conveyed through Jacob's father, a full-time writer.

### **For 3<sup>rd</sup> Quarter 2007**

There are no new shows for the 3<sup>rd</sup> quarter 2007. All six shows continuing next quarter premiered during the 3<sup>rd</sup> quarter (2006) on the **QUBO Programming Block on NBC**. All shows were developed specifically for a target audience composed of children 4-8 years of age. Four of the shows are book-based series. Each show contains an important social-emotional message for the target audience delivered through an animated narrative format.

#### **3rd Quarter Show Summaries:**

**BABAR** is a young elephant who returns to the jungle where he builds the city of Celesteville and is crowned King of the Elephants. A dedicated ruler and family-elephant, Babar experiences many challenges as he journeys through life, and learns to rise above them through strength and optimism. Each episode begins with a look into Babar's present life, primarily in his role as a father who teaches his children the value of people, things and relationships through his own experience from the jungle to the city. Each episode in the show carries with it a social-emotional message that is established at the end of Babar's story.

**DRAGON** is a cheerful, lovable and curious blue dragon who lives in a colorful little house and welcomes all his friends and anyone else who needs comfort or advice. Every day Dragon faces a new situation that needs to be solved, and he does it in his unique Dragon-like way. If he can't get it right the first time, he keeps trying until he does. With each story, we find a new way to learn simple life skills through Dragon and his friends, Cat, Ostrich, Beaver, Alligator, and Mail Mouse.

**3-2-1 PENGUINS! and LARRYBOY STORIES** draws upon characters from two stories and uses both long and short-form material involving these characters to provide social-emotional messages to children. **3-2-1 PENGUINS!** features two children, Jason and Michelle, whose vacation at their grandmother's cottage ends up being more adventure than they expect when their toy spaceship with four toy penguins comes to life. The children are sucked into the spaceship,

where they meet the now live penguins and journey through space to solve an inter-galactic disaster threatening the penguins and their friends. Each story begins with a problem and ends after the children have learned an important social-emotional message through their adventure with the penguins. **LARRYBOY STORIES** is about a young cucumber-janitor named Larry from the Daily Bumble who assumes a superhero persona to fight crimes and save lives, bringing peace and safety to the small town of Bumblyburg. In doing so, Larry takes us through adventures where he and his viewers learn core values of honesty, friendship, respect for others, forgiveness, and love for all through social-emotional messages embedded within the story.

**VEGGIETALES**, narrated by animated veggies, Bob the Tomato and Larry the Cucumber, teach life lessons through wit and humor. Each episode contains one or two short animated stories that illustrate core values to children in an entertaining way. Stories are interrupted with silly songs, usually sung by Larry the Cucumber, that contain whacky lyrics in a catchy tune. Each episode ends with Bob and Larry reinforcing the lesson learned through the stories.

**JANE AND THE DRAGON** is a coming-of-age story about a middleclass, medieval girl who lives in the Royal Court with her family. As an only child, Jane is raised to be a Lady-in-Waiting but through her determination and a stroke of luck, she ends up being trained as a Knight in the King's Guard. Accompanied by her best friend, a giant green Dragon that lives in her backyard, Jane experiences a series of adventures that test her character and her skills as a young knight in a castle full of friends and foes. Each episode in the show takes us through the problems and challenges Jane encounters and the process she goes through to find the solutions for them.

**JACOB TWO-TWO** is a very little boy with a very big heart. As the youngest member of a large family, Jacob has to say things twice so he can be heard. He looks up to his siblings, but tends to be ignored or bullied by them when he tries to be a part of their activities. However, he does get noticed when he inadvertently lands himself in adventures that involve mysterious neighbors, international spies, and villains that come in all shapes and sizes. Often accompanied by his closest pals, Buford and Renee, Jacob Two-Two finds innovative ways to get in and out of hot water as he tumbles through a series of exciting adventures with honesty, integrity and a whole lot of determination.

**PROGRAMMING FURNISHED BY THE NBC NETWORK THAT IS SPECIFICALLY  
DESIGNED TO SERVE THE EDUCATIONAL AND INFORMATIONAL NEEDS OF  
CHILDREN 16 AND UNDER  
(AGE TARGET 4-8)  
APRIL-JUNE 2007**

Airdate: 04/07/2007

Time:

Duration: 30:00

**BABAR**

**NO PLACE LIKE HOME (BAR108)**

When he goes to the circus, Babar befriends a young circus performer and lets his new friend stay in the palace with him. Life in the palace does not feel as good as it looks for the young circus boy. He doesn't fit in with the royal folks and he soon begins to regret his decision. Before he can return to the circus, however, Babar and the circus boy learn that Lord Rataxes has captured the circus performers. With each other's help, Babar and his friend find a way out for the boy and the rest of the performers so they can all return home to the circus. Babar ends up having to say goodbye to his new friend, but he learns that what makes him happy isn't what makes others happy, too.

**[Educational Message: Sometimes the one thing that we think will make another person happy turns out not to be such a good idea after all.]**

Airdate: 04/07/2007

Time:

Duration: 30:00

**DRAGON**

**DRAGON'S CAT (DRA101)**

Dragon finds a cat outside his door, so he adopts her. He names her Cat, and tries to learn everything he can about taking care of her. He even goes to the store to get her toys, food and some kitty litter; but, in his excitement he forgets Cat at the store. He returns home and looks everywhere for her. He even returns to the store to search for her, but Cat is nowhere to be found. When he finally comes home again, he sees that Cat is exactly where she should be – next to him. Cat followed her trail right back to Dragon's home just to be with him.

**[Educational Message: When you adopt a pet, the first thing you have to learn is to pay attention to your pet and make sure it is safe.]**

**DRAGON LOOKS FOR CAT (DRA101)**

Dragon decides he will give Cat a bath, so he draws up a bath for her. But when he looks for her, he cannot find her. Dragon thinks Cat is hiding because she wants to play, so he plays along with her, but she still can't be found. Just when he thinks he has lost her again, Dragon finally finds her outside, where she is giving herself a tongue bath. He realizes that cats don't need baths because they bathe themselves, so he hops in the bath instead.

**[Educational Message: When you adopt a pet, you need to learn a lot about its natural habits and instincts. Cats bathe themselves using their tongue, so you don't have to bathe them regularly.]**

Airdate: 04/07/2007

Time:

Duration: 30:00

**3-2-1 PENGUINS! and LARRYBOY STORIES**

**TROUBLE ON PLANET WAIT-YOUR-TURN (PEN101)**

Jason and Michelle are spending their vacation at their grandmother's home, the last place they expect to have any real fun. Up in the attic one day, they find some old things of their grandfather's including a telescope that interests them both. They have trouble deciding who should look into the telescope first, but quick-witted Michelle ends up with it before Jason. Jason

tries waiting for his turn, but just as his patience begins to wear thin he notices an old toy spaceship with some toy penguins in it. He begins playing with the spaceship when it suddenly comes to life and sucks him in, where he meets the now live penguins. The penguins take him on an adventure through the galaxy to prevent Planet Wait-Your-Turn from destroying itself, which helps Jason learn an important lesson in patience.

**[Educational Message: It's useful to do something pleasant while you're waiting your turn, because when you lose your patience, you also lose your temper and act ugly. If that happens, you still may not get a turn doing what you were waiting to do.]**

Airdate: 04/07/2007

Time:

Duration: 30:00

### **VEGGIETALES**

#### **SHEERLUCK HOLMES AND THE GOLDEN RULER (VEG101)**

Sheerluck Holmes and Dr. Watson always use their combined powers of observation and forensic expertise to solve crimes, until they come upon the mystery of the Golden Ruler – an invaluable treasure in Buckingham Palace. Working together to solve the crime becomes difficult when Sheerluck keeps taking credit for the work of Dr. Watson. Tired of Sheerluck's penchant to take credit where it's not due, Dr. Watson walks away from their team, leaving Sheerluck to solve the puzzle on his own. It is only when Sheerluck finds someone else doing the same to him that he realizes what he has done to Dr. Watson. Sheerluck realizes the golden rule of being a more honest friend and Dr. Watson returns. Together, they solve the biggest crime in London and save their friendship in the process.

**[Educational Message: Don't take credit for something you haven't done, especially with your friends, because you will jeopardize your friendship and lose your friend's trust.]**

Airdate: 04/07/2007

Time:

Duration: 30:00

### **JANE AND THE DRAGON**

#### **THE TOOTH FAIRY (JAD102)**

Dragon is trying to cope with his horrible toothache and everyone is searching for the Princess who is hiding in the castle. Jane finds the Princess hiding under the King's throne because of her dangling tooth. To get her out, Jane fibs about the tooth fairy who will give her a trinket once the tooth falls out. Later, when Smithy prepares to pull Dragon's tooth out, the Princess runs out to tell Dragon about the tooth fairy and Jane decides to stick to her story. To prove that the tooth fairy exists, Jane takes Dragon's tooth and has Smithy make him a trinket. But, at night when Dragon sees Gunther stealing the tooth, he discovers that there is no tooth fairy. Jane has to make it up to him so he can trust her again. Dragon ends up forgiving her, but Jane realizes how much deception can hurt a relationship.

**[Educational Message: Lying is lying, no matter how big or small; and when discovered it can destroy a person's trust in you.]**

Airdate: 04/07/2007

Time:

Duration: 30:00

### **JACOB TWO-TWO**

#### **JACOB TWO-TWO VS. THE HOODED FANG (TWO101)**

Fed up with sharing a room with his brother, Noah, Jacob decides he wants his own room. Dad says he can have the attic if he can spend an entire night up there. Unfortunately, while watching wrestling on TV, Jacob gets freaked out by the bad-guy wrestler, the Hooded Fang, and is too frightened to stay in the attic all night. When his Dad takes the kids to a wrestling match the next evening and Jacob finds himself face to face with the hulking Hooded Fang, he learns a valuable

lesson about overcoming his fears. Back at home he is now able to brave an entire night in the attic, which makes it his new room.

**[Educational Message: Facing your fears is the best way to beat them.]**

Airdate: 04/14/2007

Time:

Duration: 30:00

### **BABAR**

#### **TO DUET OR NOT TO DUET (BAR111)**

Babar is scheduled to perform a duet with a great pianist at a concert, but instead of admitting that the piece of music is too hard for him, he procrastinates. He does everything but practice his piano playing and eventually the guilt begins to affect him and his job as King. Before he knows it, the day of the duet has arrived. With the help of Madame, Babar learns that procrastination does not help the situation, so he works extra hard to practice. His hard work pays off when his duet is a success, but Babar realizes that if he had worked diligently from the beginning he could have done a better job with less work.

**[Educational Message: Delaying your work will only make the work harder.]**

Airdate: 04/14/2007

Time:

Duration: 30:00

### **DRAGON**

#### **A FRIEND FOR DRAGON (DRA102)**

Dragon decides he wants to make a new friend, so he befriends a rock. He tries to do friend-like things with the rock. He tries to play leap-frog and tag with Rock, but that doesn't work because Rock is not very good at it. He tries to have a three-legged race and Rock seems to keep up with Dragon just fine. He even takes Rock for a drive and shows it many interesting things, including some neat puffy clouds in the sky. Dragon decides he's found himself a new way to occupy his time, and do things without "live" company.

**[Educational Message: If you think creatively, you will find that it's possible to entertain yourself.]**

#### **DRAGON'S NEW HOBBY (DRA102)**

Dragon decides he wants to take up a new hobby to occupy his time, so he chooses knitting. He decides to knit things for all his friends. He makes them gloves, a hat, a scarf, some mittens, and a pair of earmuffs. To present his gifts to his friends, Dragon invites them all over. The guests are excited to receive gifts from Dragon, but when they try on their gifts they find that nothing fits them quite right. So, they decide to exchange their gifts with one another and each friend gets something that is useful for him/her. Dragon feels happy that he can use his hobby to do something for his friends and enjoy doing it, too.

**[Educational Message: Hobbies can be a lot of fun, and with some hobbies, you can even make things for your friends.]**

Airdate: 04/14/2007

Time:

Duration: 30:00

### **3-2-1 PENGUINS! and LARRYBOY STORIES**

#### **THE CHEATING SCALES OF BULLAMANKA (PEN102)**

Jason and Michelle hang out at their grandmother's house and play board games. Michelle always seems to win no matter how well Jason plays, but she doesn't always play by the rules. She waits to cheat when Jason looks away and gloats when she wins unfairly. Michelle learns her lesson when she is sucked into the toy spaceship that accidentally comes alive, and takes her with the now live penguins through the galaxy to Bullamanka, where she must defeat the dishonest Lizard King in a game called "Squid-Tac-Toad." Only Michelle can keep herself and her

penguin friends from going down the “gurgler,” but she has to play by the rules because it’s the only way to truly win.

**[Educational Message: You can’t truly win by cheating. Play by the rules and earn your reward the honest and fair way.]**

Airdate: 04/14/2007

Time:

Duration: 30:00

### **VEGGIETALES**

#### **MINNESOTA CUKE AND THE SEARCH FOR SAMSON’S HAIRBRUSH (VEG102)**

When Minnesota Cuke learns of the legendary hairbrush of Samson that promises special powers, he goes on a hunt to retrieve it, before Professor Rattan and the other bullies get to it. Minnesota realizes that once he gets his hands on the hairbrush he will have the powers to defeat Rattan. He goes on an adventure to seek the hairbrush and is led into an underground cave. He finds the legendary brush just as Professor Rattan gets there, with a hostage. Minnesota is forced to choose between the hairbrush, which gives him the power to retaliate and save his friend. He chooses his friend and learns that the hairbrush does not have any powers after all. The more powerful thing, he learns, is the ability to stop yourself from retaliating when you’re dealing with a bully because it doesn’t solve the problem. He decides to be nice to Professor Rattan and finds his former enemy willing to be reformed.

**[Educational Message: No matter how much you are tempted, resist the urge to retaliate when someone bullies you. It is better to try and work things out with people than to use force.]**

Airdate: 14/14/2007

Time:

Duration: 30:00

### **JANE AND THE DRAGON**

#### **DRAGON’S TAIL (JAD104)**

Dragon is feeling very sick with a pig disease, curly tail. It is curable, but the antidote is a difficult quest far away. Jane, of course, volunteers for the quest and Sir Theodore assigns Gunther to accompany her so they can learn how to work as a team. The two squires head off into the great unknown to save Dragon and together they manage to find the antidote. Working together, they hoist Jane onto the ledge that offers the antidote and when Jane gets stuck on the ledge, Gunther rushes off to get more help. In the end, Dragon receives the cure for his curly tail and the two knights-in-training learn something about the power of teamwork.

**[Educational Message: Working as a team can help you accomplish difficult tasks and give you the necessary help when you need it.]**

Airdate: 04/14/2007

Time:

Duration: 30:00

### **JACOB TWO-TWO**

#### **JACOB TWO-TWO AND THE DAILY CROWN (TWO105)**

A new newspaper becomes an overnight success in Montreal, but Jacob is suspicious. The paper is poorly written gibberish, and yet all the grownups in town are subscribing to it and spending all their money on the useless products advertised in it. Jacob and Buford become paperboys to infiltrate the Daily Crown headquarters, coming face to face with its eccentric founder, Carl Fester King. Learning that the paper’s ink does indeed contain a “brainwashing” chemical, Jacob uses King’s own newspaper to reveal his con game to the entire city and everything returns to the way it was.

**[Educational Message: If everyone you trust seems to change their normal behavior, you should definitely consider doing some problem-solving to find the explanation.]**

Airdate: 04/21/2007

Time:

Duration: 30:00

### **BABAR**

#### **THE MISSING CROWN AFFAIR (BAR112)**

Babar's crown goes missing one day, and no matter how much he searches for it he can't seem to find it. Amateur sleuth and friend, Zephir, decides to help Babar solve the mystery of the crown and retrieve it. As they work through each puzzle, they realize that the clues keep pointing to Babar's closest friends. Both Babar and Zephir get panicked as they wonder if one of his friends stole the crown in order to take over his kingdom. Babar finds his crown and it turns out that his friends are not behind the missing crown after all. Babar learns a lesson in suspecting people without being certain they are the culprits.

**[Educational Message: Don't accuse people of taking your things if you are not certain of it.]**

Airdate: 04/21/2007

Time:

Duration: 30:00

### **DRAGON**

#### **DRAGON'S FLY (DRA103)**

Dragon tries to read a book when an annoying fly starts to buzz around him. The buzzing gets in the way of his reading and starts to bother him because it's so noisy. So, he covers his ears by wrapping them up with a pillow. He returns to his reading, but the fly returns. This time Dragon is bothered by all the buzzing. So, he builds a little cave for himself with a blanket and a chair, and he gets underneath it. He can't hear or see the fly anymore, so it's nice and quiet. Dragon starts to feel sleepy with all the quiet, and the soft pillow is very comfortable. So, he falls asleep. But now that he's rid himself of the fly, Dragon realizes he misses it.

**[Educational Message: Sometimes, solving one problem creates a new one.]**

#### **DRAGON'S HOLIDAY (DRA103)**

One day, Dragon decides that he wants to go and explore the world. He tries on an explorer hat, which is really just an upside down pot that he wears on his head. It doesn't feel like a proper hat, so he takes it off. He decides to go on a trip to explore some of the world, and he begins to pack his luggage. He packs a trunk with his clothes and other basic things he needs, but he thinks he may need more things, so he packs everything, even the kitchen sink. When he goes back into his house, he finds it so empty that he can't recognize it. So, he decides to explore his own home instead.

**[Educational Message: Exploring is a lot of fun, but you don't need to go very far to discover new places and new things.]**

Airdate: 04/14/2007

Time:

Duration: 30:00

### **3-2-1 PENGUINS! and LARRYBOY STORIES**

#### **MOON MENACE ON PLANET TELL-A-LIE (PEN103)**

At grandmother's house, Jason gets himself into a situation where he is not so honest. Before he can learn his lesson, he is sucked back into the toy spaceship from the attic with the toy penguin figurines that have come to life again. As Jason is flown across the galaxy with the penguins, he learns that the giant moon of Planet Tell-A-Lie has slipped out of orbit and is plummeting toward Earth. Unless Jason and the penguins can sort through the lies of the people on the planet and figure out what is causing their moon to malfunction, the moon will crash directly into the earth and flatten the entire planet. Finding the cause of the problem isn't easy, but once Jason and the penguins manage to get the truth and prevent the disaster, Jason realizes the pitfalls of lying and the rewards of being honest.

**[Educational Message: Lying can get you in lots of trouble; honesty is your best strategy.]**

Airdate: 04/21/2007

Time:

Duration: 30:00

### **VEGGIETALES**

#### **THE ASPARAGUS OF LA MANCHA (VEG103)**

When a big, new restaurant opens across the street and threatens to take him out of business, Don Quixote decides he must do what he can to save his smaller, older restaurant. As he slowly loses his customers and his workers, Don begins to behave irrationally and tries to confront the competition in a futile attempt to take down the bigger restaurant. Just when he thinks he has lost everything, Poncho, his best friend and restaurant server, reminds him of what he does have – loyalty and friendship. Together, they put their energies into their friendship and saving the restaurant rather than fighting the competition. They are successful.

**[Educational Message: Loyalty and friendship can get you through tough times.]**

Airdate: 04/21/2007

Time:

Duration: 30:00

### **JANE AND THE DRAGON**

#### **SHALL WE DANCE (JAD105)**

Excited about the upcoming annual ball, the Princess extracts a promise from Jane to dance with her. Eager to attend the ball as a knight, Jane readily agrees and begins practicing her dance steps. Gunther notices Jane hobbling about in an attempt to dance, and mocks her abilities as a knight. To top it off, Jane's mother places the condition on her to wear a dress if she plans on attending the ball. Jane knows that once she attends the ball in a dress, she will not be taken seriously as a knight. So, she decides to skip the ball altogether. Jane feels extremely disappointed, but the Princess who looked forward to dancing with her is even more disappointed. To make it up to Jane, her friends throw her a surprise party in lieu of the ball where she can attend as a knight and keep her promise to the Princess.

**[Educational Message: Staying true to yourself requires sacrifice, but don't forget the promises you make to others. Find a way to compromise without abandoning your ideals.]**

Airdate: 04/21/2007

Time:

Duration: 30:00

### **JACOB TWO-TWO**

#### **THE MYSTERY OF MALTY MCGUFFIN (TWO106)**

Jacob becomes obsessed with solving a real-life mystery – the location of a secret treasure--described in his Maltie McGuffin book. The only problem is that Jacob is being followed by library ninjas who are intent on getting the overdue book back. Jacob, Buford and Renee use their combined brainpower to decode the clues, solve the riddles, and find the location of the secret treasure, only to be scooped at the last minute by I.M. Greedyguts. Just when Jacob and his friends think it's all over, the library ninjas come to their rescue and take Greedyguts and the overdue book away, leaving them to enjoy the treasure – boxes and boxes of Maltie McGuffin cereal.

**[Educational Message: Books can guide you through amazing adventures, which is one of the best reasons to spend time reading.]**

Airdate: 04/28/2007

Time:

Duration: 30:00

### **BABAR**

#### **THE PHANTOM (BAR113)**

Everyone is afraid of the Phantom in the abandoned and broken-down, old theater. When Babar enters the theater one day, he comes face to face with the Phantom who roams the empty hallways and plays



melancholy tunes on his piano. It turns out the Phantom is actually an old musician who used to perform in the theater many years ago. He warns Babar to keep his secret or else. Babar decides to help him come out of his seclusion. But, the Phantom resents meddling and scares Babar's friends away. Tired of maintaining the old theater, the city finally decides to tear it down. Babar realizes he must do something to stop them from destroying the Phantom's home. He convinces the Phantom to come out of hiding. Seeing how well the old musician still performs, the city decides to renovate the theater and the Phantom returns to the Opera.

**[Educational Message: Even when people resist your help, it's still important to try because they will appreciate what you do for them.]**

Airdate: 04/28/2007

Time:

Duration: 30:00

#### **DRAGON**

##### **DRAGON'S SPRING CLEANING (DRA104)**

Dragon notices that his house is very messy. So, he decides to clean it and Beaver tries to help him. Beaver suggests moving Dragon's furniture and other house things from one side of the room to another, so they have space to work. Dragon piles all his things on one side of the room. Just when he gets done, Beaver tells Dragon to move the things to another side of the room. But, that still doesn't seem to give them enough space to work, so they move all the things to the middle of the room and pile them on top of each other. Once the house looks clean, Dragon decides to bake a cake but, in doing so, is left with a messy home all over again.

**[Educational Message: Cleaning up is a tough job and if you aren't neat while you are working, cleaning will always be a major undertaking.]**

##### **DRAGON'S DAYDREAM (DRA104)**

Dragon imagines what it would be like to be his friends, so he role-plays their personalities. He starts by imagining that he is Beaver and that he likes to chew trees with his teeth, just like Beaver does. He adds mustard in the middle of the tree and tries to chew around the tree, but it ends up being much harder than it looks. He tries to take on the personalities of his other friends and do the things they do, but he realizes that it's easier just to be himself.

**[Educational Message: Trying to be like others is interesting, but it's always best to just be yourself.]**

Airdate: 04/28/2007

Time:

Duration: 30:00

#### **3-2-1 PENGUINS! and LARRYBOY STORIES**

##### **THE ANGRY EYEBROWS (PEN104)**

When Larryboy monitors the small town of Bumblyburg, he gets word that Awful Alvin has unleashed a swarm of Angry Eyebrows on the peaceful town, making all the townsfolk really angry. He quickly transforms from the quiet janitor, who works at The Daily Bumble, into his crime-fighting superhero alter-ego, so he can help the veggie-people let go of their anger before Awful Alvin and the Angry Eyebrows get them angrier and take over the town completely. Larryboy outwits Awful Alvin and rids his town of anger once and for all, demonstrating that there is no good in anger and that letting go of anger helps solve problems.

**[Educational Message: Anger is destructive, and it is easier to solve problems/situations if you just let go of your anger.]**

Airdate: 04/28/2007

Time:

Duration: 30:00

#### **VEGGIETALES**

##### **LYLE, THE KINDLY VIKING (VEG104)**